## ABSTRACT

A performance problem is caused by network transmission frames being only partially filled with I/O request packets from the on-line transaction processing applications. This problem is solved by programming the host processor to join the I/O request data packets from different applications in the same network transmission frames to more completely fill the frames. For example, the I/O request data packets are joined into the frames and each data packet is transmitted in a frame after a delay of no more than a certain time interval. At least some of the frames are transmitted once these frames are filled with some of the data packets so that each of these frames cannot contain an additional data packet. Preferably the certain time interval is adjusted based on network loading so that the certain time interval is increased for increased loading.